

GAME BOY ADVANCE

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AGB-B3SP-UKV

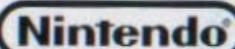
SONIC ADVANCE 3



SEGA[®]
THQ

INSTRUCTION BOOKLET

LICENSED BY



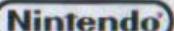
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Game Boy Advance Game Pak conforms to:

- TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3
- EMC Directive (89/336/EEC)



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Thank you for purchasing Sonic Advance™ 3. Please note that this software is designed
only for use with the Game Boy Advance™. Be sure to read this Instruction Booklet
thoroughly before you start playing.



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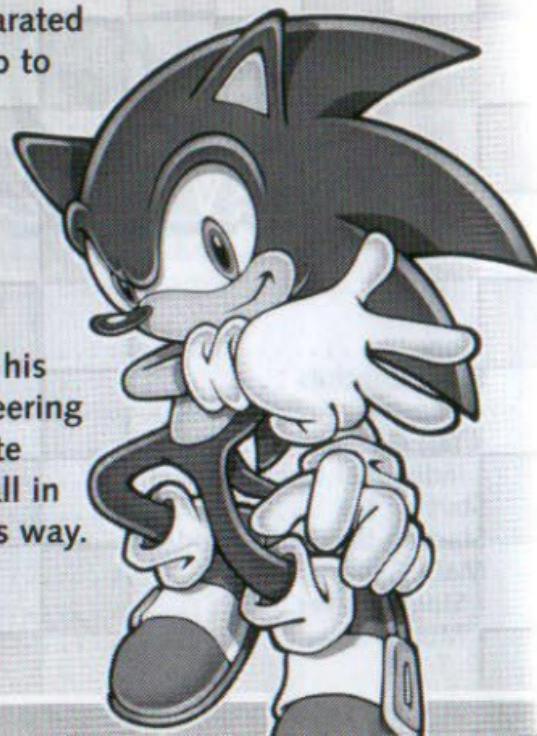
STORY

Dr. Eggman has used Chaos Control to break the world into 7 parts, and plans to rain confusion by turning each into a Dr. Eggman Empire.



Sonic and Tails, having been separated from their friends, are teaming up to return the world to its original state. To do this, they must find all 7 Chaos Emeralds and use Chaos Control to undo Dr. Eggman's mischief.

But Eggman isn't resting on his laurels. He's used his engineering genius to perfect the ultimate fighting robot, and will do all in his power to stand in Sonic's way.



BASIC CONTROLS

+ Control Pad

Select Mode, Menu Items
Walk or Run Left/Right

START

Pause

SELECT

View Chao Map



R Button

Adjust Colour Settings
Tag Action, Trick Action

Ⓐ Button

Cancel
Special Attack

Ⓑ Button

Enter Selection
Jump/Attack/Fly

Upper Items: Menu controls

Lower Items: Gameplay controls

- ★ Button assignments can be changed from **OPTIONS** (p.30).
- ★ Holding down START and SELECT while pressing the Ⓐ and Ⓑ Buttons will reset the game to the Title Screen.

COMMON ACTIONS

The following controls are common to all characters.

Press and hold Control Pad

Move left or right. Hold down to increase speed, and press the reverse direction to brake quickly.



Press and hold Control Pad

Look up/down. After a short while, the screen will scroll revealing what is immediately above or below.

TAG ACTIONS

Depending on your partner character, a series of unique Tag Actions are available with both characters working together.

Tip: If you come across certain walls that look different, you might be able to break them! Try using different character combinations and techniques to see which ones work!



To perform a Tag Action, first hold down the  Button. After a short time, your partner character will appear and start spinning, indicating that the Action is charged and ready.

When you release the  Button, either on the ground or while jumping, you and your partner will perform the move together.

Experiment with each partner character to find the best use of Tag Actions.



INDIVIDUAL CHARACTER ACTIONS

In addition to the common and Tag Actions, each character has their own sets of unique moves and attacks, which vary depending on their choice of partner.

Refer to the charts on pages 6 through 15 for a full list of Individual Character Actions, broken down for each player and partner combination. For example, p.6 shows actions available to Sonic while partnered with Tails, and p.7 shows Sonic's actions when partnered with other characters.

BASIC CONTROLS



THE HEDGEHOG

A free spirited hedgehog that hates evil. He can be short tempered at times, but never turns his back on those in need of help.

REGULAR ACTIONS

Ⓐ BUTTON

▼ Spin (while running)
▼ + Ⓐ Button Spin Dash

Spin Jump

Ⓑ BUTTON

Skid Attack

Ⓐ BUTTON WHILE JUMPING

NO ACTIONS

Ⓑ BUTTON WHILE JUMPING

NO ACTIONS

SPECIAL ACTIONS

Ⓑ Button Mid-Air Trick Action
Boost mode (while running)

BASIC CONTROLS

▼ Spin (while running)
▼ + Ⓐ Button Spin Dash

Spin Jump

▼ Spin (while running)
▼ + Ⓐ Button Spin Dash

Spin Jump

▼ Spin (while running)
▼ + Ⓐ Button Spin Dash

Jump

Fire Sliding

Skid Attack

Hammer Attack

NO ACTIONS

Jump Dash
Homing Attack

NO ACTIONS

Wind Attack
▲ Upper Spin
▼ Bound Attack

NO ACTIONS

Spin Attack

Boost mode (while running)

Breathe (in water)
Boost mode (while running)

Boost mode (while running)

BASIC CONTROLS

TAILS

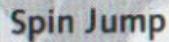


A friendly kid fox with two tails, who thinks of Sonic as a favourite big brother. He loves tinkering with machinery.

REGULAR ACTIONS

Ⓐ BUTTON

▼ Spin (while running)
▼ + Ⓢ Button Spin Dash



Ⓑ BUTTON

Tail Swipe

Propeller Flying

Ⓐ BUTTON WHILE JUMPING

Ⓑ BUTTON WHILE JUMPING

NO ACTIONS

SPECIAL ACTIONS

Ⓑ Button Mid-Air Trick Action
Ⓐ Button Dog Paddle (in water)
Boost mode (while running)

BASIC CONTROLS

▼ Spin (while running)
▼ + Ⓢ Button Spin Dash

Spin Jump

Tornado Attack

Mid-Air Glide

Tail Spin Attack

Ⓐ Button Breast Stroke (in water)

▼ Spin (while running)
▼ + Ⓢ Button Spin Dash

Spin Jump

Tail Swipe

High Propeller Flying Homing Attack

NO ACTIONS

Ⓐ Button Dog Paddle (in water)

▼ Spin (while running)
▼ + Ⓢ Button Spin Dash

Jump

Hammer Attack

Hammer Propeller Flying

Spin Attack

KNUCKLES

THE ECHIDNA

BASIC CONTROLS



A powerful Echidna with spiky fists, and Sonic's best friend and rival. He's sincere in nature, but a little gullible and easily misled.

REGULAR ACTIONS

Ⓐ BUTTON

▼ Spin (while running)
▼ + Ⓐ Button Spin Dash

Ⓑ BUTTON

Double Punch

Ⓐ BUTTON WHILE JUMPING

Mid-Air Dash Glide

Ⓑ BUTTON WHILE JUMPING

NO ACTIONS

SPECIAL ACTIONS

Breast Stroke (in water)
Boost mode (while running)

BASIC CONTROLS

▼ Spin (while running)
▼ + Ⓐ Button Spin Dash

Spin Jump

Spiral Upper

Double Mid-Air Glide
Wall Climb (towards wall)

NO ACTIONS

Breast Stroke (in water)

▼ Spin (while running)
▼ + Ⓐ Button Spin Dash

Spin Jump

Double Punch

Mid-Air Glide
Wall Climb (towards wall)

NO ACTIONS

Breast Stroke (in water)
Ⓑ Button Homing Attack (during Glide)

▼ Spin (while running)
▼ + Ⓐ Button Spin Dash

Jump

Hammer Attack

Mid-Air Glide
Wall Climb (towards wall)

Spin Attack
▼ Drill Claw

► + Ⓐ Button
Dash Climb (wall)
Breast Stroke (in water)

BASIC CONTROLS



Cream is a polite little rabbit that takes her tiny Chao "Cheese" wherever she goes. She means well, but can act a little childish at times.

REGULAR ACTIONS

Ⓐ BUTTON

▼ Spin (while running)
▼ + Ⓢ Button Spin Dash

Ⓑ BUTTON

Spin Jump

Ⓐ BUTTON WHILE JUMPING

Flying

Ⓑ BUTTON WHILE JUMPING

Mid-Air Chao Ball Attack

SPECIAL ACTIONS

Life Ring (in water)
Boost mode (while running)

BASIC CONTROLS

▼ Spin (while running)
▼ + Ⓢ Button Spin Dash

Spin Jump

Chao Attack

Floating Fall

Mid-Air Chao Attack

NO ACTIONS

▼ Spin (while running)
▼ + Ⓢ Button Spin Dash

Spin Jump

Chao Spinning Attack

Flying (Chao Spin)

Mid-Air Chao Spinning Attack

NO ACTIONS

▼ Spin (while running)
▼ + Ⓢ Button Spin Dash

Jump

Hammer Attack

Flying

Mid-Air Chao Attack
▼ Hip Drop

Ⓑ Button
Mid-Air Trick Action

BASIC CONTROLS



Sonic's self professed girlfriend that he can't seem to escape from. She never leaves home without her trademark Pikopiko Hammer.

REGULAR ACTIONS

Ⓐ BUTTON

▼ Spin (while running)
▼ + Ⓐ Button Amy Dash

Spin Jump

Ⓑ BUTTON

Hammer Attack

Ⓐ BUTTON WHILE JUMPING

Jump Dash

Ⓑ BUTTON WHILE JUMPING

Mid-Air Hammer Attack
▼ Spinning Hammer Attack

SPECIAL ACTIONS

Boost mode (while running)

BASIC CONTROLS

▼ + Ⓐ Button Leap

Jump

Hammer Attack

▼ + Ⓐ Button Amy Dash

Jump

Big Hammer Attack
▼ Hammer Jump

▼ + Ⓐ Button Leap

Jump

Hammer Attack

NO ACTIONS

Floating Fall

Mid-Air Hammer Jump

Floating Fall

Mid-Air Hammer Attack
▼ Spinning Hammer Attack

Ⓑ Button Head Slide
(during Leap)

NO ACTIONS

Ⓐ Button Mid-Air Trick Action
Ⓑ Button Head Slide
(during Leap)



STARTING UP

- 1 Make sure that the power is switched OFF. Never insert or remove a Game Pak when the power is ON.
- 2 Insert the Sonic Advance™ 3 Game Pak into the Game Boy Advance™ slot as described in your Nintendo Game Boy Advance™ instruction booklet.
- 3 Turn the POWER switch ON.

SELECT LANGUAGE

The first time you play, you will be asked to select a language. Use the Control Pad $\blacktriangle \triangledown$ to choose and the \textcircled{A} Button to select.

ENTER USER NAME

You will then be asked to enter a User Name. Select up to 6 characters using the Control Pad and press the \textcircled{A} Button to enter. The \textcircled{B} Button deletes the last character entered. Move the cursor to edit characters by selecting the arrow marks on the right of the screen, and select **END** to finish name entry.



- The name you enter will be displayed on record and ranking screens.
- User Name and language settings can be modified by selecting **OPTIONS** (p.30) at the Title Menu.



STARTING THE GAME MODES

From the Title Screen, press START to proceed to the Title Menu. Use the Control Pad $\blacktriangle \triangledown$ to choose from the following and press the \textcircled{A} Button to select.

MAIN GAME

The main story mode game for 1-2 players

SINGLE PLAYER

Play the game with a CPU partner (p.18).

MULTI PLAYER

Connect 2 Game Boy Advance™ systems to let a second player control the partner character (p.24).



BATTLE

Multi Player Battle mode for 2-4 players.

MULTI-PAK MODE Team Race. 1 Game Pak required for each player (p.27).

SINGLE-PAK MODE Find Chao. 1 Game Pak required (p.25).



TIME ATTACK

Retry previously opened Zone Acts from the Main Game for the fastest possible time (p.29).

OPTIONS

Change various game settings (p.30).



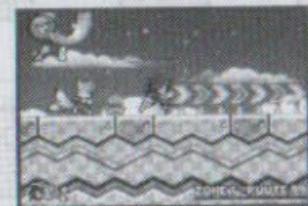
MAIN GAME

SINGLE PLAYER

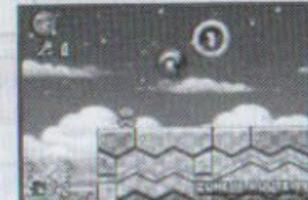
First select a player character and partner character from those available. The first time you play, only Sonic and Tails can be selected. In **SINGLE PLAYER** mode, the partner character is controlled by the CPU.



Once the characters are selected, you will be transported to the Zone 1 Map. In each Zone Map there are various Act Rings and Transporters that take you to the different Action Stages and gameplay areas for that Zone.



To begin play in Zone 1, search for and jump through the Act Ring marked "1". This will transport you to Act 1 where the fun begins.



When all 3 Acts have been cleared (in any order), challenge the Boss and move on to the next Zone.

MAIN GAME

ACTION STAGES

Each Zone has 3 Acts entered via the numbered Act Rings found in the Zone Map area. The aim of each Act is to jump through the Goal Medal at the end of the course. The Goal Medal will turn gold, silver or bronze depending on the clear time.

RINGS COLLECTED



TIME ELAPSED

CHECKPOINT



RINGS

LIVES REMAINING



Rings

Collect Rings to protect against attacks. If a player character is attacked while holding Rings, then they will not be harmed, but all Rings will be dropped leaving the character vulnerable.

Time Elapsed

You have 10 minutes to clear each Act.

Lives Remaining

Each character has 3 lives at the start of the game. If you lose a life when there are no lives remaining, then the game will end.

Checkpoint

If you lose a life, you will automatically restart from the last Checkpoint touched.

ITEMS

The following Items can be found in Boxes in each Act. Burst open a Box to receive the Item.

**Invincibility**

Keeps you safe from traps and enemy attacks for a limited period of time.

**Shield**

Protects against damage by traps and enemy attack once only.

**Ring Magnet**

Protects against damage by traps and enemy attack once only and draws Rings towards you.

**5 Ring Bonus**

Increases your Rings by 5.

**10 Ring Bonus**

Increases your Rings by 10.

**Random Ring Bonus**

Increases your Rings by a random amount.

**Maximum Speed**

Increases running speed to maximum.

**1-Up**

Increases remaining lives by 1.

HIDDEN CHAO

At various locations in each Zone you will find Hidden Chao. Pick them up and they will be transported to the Chao Playground for that Zone (p.23).

**OMOCHAO**

Additionally, friendly Omochao can also be found positioned around the course. Approach one and press Control Pad ▲ for a gameplay hint.

**SPECIAL KEYS**

A Special Key is earned when you clear each Act, once the 10 Hidden Chao have been found. Collect 1 Special Key to unlock the Special Stage Transporter found in the Zone Map area. See Special Stage (p.22) for further details.

**MINI GAMES**

Each Zone has 2 mini-games entered via Transporters which can be found in the Zone Map area. To play the Mini-games, find the Transporter and stand beneath to be tracted in. The Mini-Games for each Zone can only be entered once per game.

SPECIAL STAGE

Each Zone has 1 Special Stage, entered via a transporter in the Zone Map area, allowing you to obtain 1 of the 7 Chaos Emeralds. To enter the Special Stage you must be holding a Special Key (p.21). Each Key can only be used once, after which you must earn another if you wish to re-enter the Special Stage.

To play the Special Stage, use the Control Pad and **A** Button to control both characters as they fly through a 3D environment. Aim to collect the required amount of Rings before you reach the end of the course.



BOSS AREA

Each Zone has an area where you must defeat Dr. Eggman's boss robot. This area can only be entered after all 3 Acts have been cleared (in any order). Find the Boss Transporter in the Zone Map, and stand beneath to be tractedored in.

SONIC FACTORY

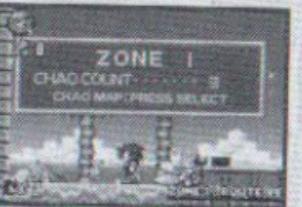
At the start of each Zone Map is a Ring that leads to the Sonic Factory. Here you can transport to other Zones that have previously been cleared, change the player characters, and check your game progress in the Chao Playground.



The exit on the lower right takes you to the currently selected Zone Map, while the exit on the middle left takes you to the Chao Playground. Jump into any of the numbered pipes to transport to the corresponding Zone, or jump into the single pipe on the lower level to change the player characters.

CHAO PLAYGROUND

Entered via the Sonic Factory, the Chao Playground allows you to check how many Hidden Chao have been found in each Zone, and whether or not a Chaos Emerald has been obtained.



MAIN GAME

Whenever you find a Hidden Chao, they will automatically be transported to the Chao Playground for that Zone where they'll happily keep themselves amused. The number collected for that Zone will also be displayed at the centre of the screen. Press SELECT to display the Chao Map and see the number collected for all Zones.

MULTI PLAYER

The **MAIN GAME** can also be played by 2 players connected via the Game Boy Advance™ Game Link™ cable. 2 Game Paks are required to play in **MULTI PLAYER** mode, though game data will only be accessed and saved on 1P's Game Pak. See p.31 for details on connecting the systems.

Game play is the same as for **SINGLE PLAYER** mode, except the partner character is chosen and controlled by 2P. Both characters are also able to perform Tag Actions, and both will forfeit Rings or sustain damage when attacked. Use Player 1's system to enter boss areas, Sonic Factory and the Act Rings in each Zone Map.



BATTLE

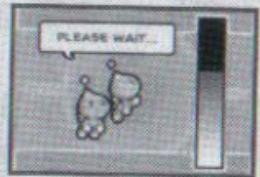
There are two **BATTLE** modes available, each of which can be played by 2 to 4 players.

SINGLE-PAK MODE

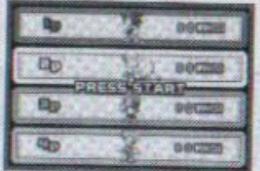
Before attempting to select **SINGLE-PAK MODE** connect the Game Boy Advance™ systems as detailed on p.31. Only 1 Sonic Advance™ 3 Game Pak is required for this mode.

After all systems are connected and switched ON, 1P should select **BATTLE** from the Title Menu, and then **SINGLE-PAK MODE**.

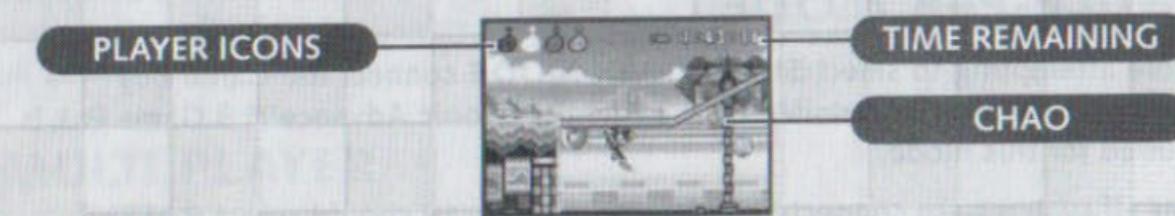
Once the Chao has confirmed the connection on-screen, the game will be sent to each Game Boy Advance™ without a Game Pak and a confirmation message will be displayed.



On completion, a character confirmation screen will be shown, and the game will begin when 1P presses START.



The aim of the game is to find the Hidden Chao before the other players do, and to keep hold of it until the time runs out.



Unlike the other game modes, all characters are controlled in the same way, and no Trick or Tag Actions are available. Each character plays for themselves.

- Watch the player cursor to check where the player holding the Chao is.
- Attacking the player holding the Chao causes them to drop it, allowing you to pick it up for yourself. Make sure you use an Attack move, as simply running into other characters will cause your own character to sustain damage.
- Game operates in English when other languages are selected, except Japanese, which has Japanese in-game text.

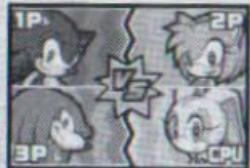
MULTI-PAK MODE

Before attempting to select **MULTI-PAK MODE**, connect the Game Boy Advance™ systems as detailed on p.31. A Sonic Advance™ 3 Game Pak is required for each player.

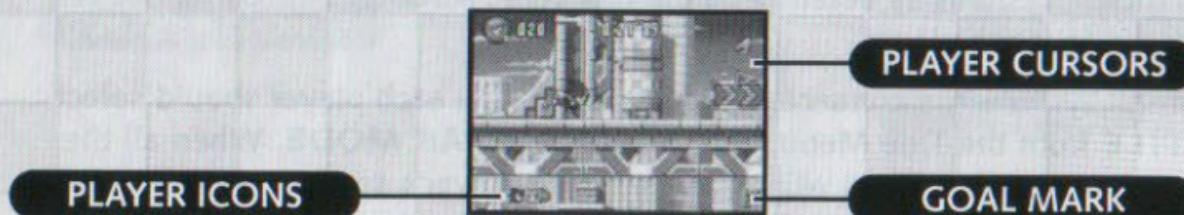
After all systems are connected and switched ON, each player should select **BATTLE** from the Title Menu, and then **MULTI-PAK MODE**. When all the players are ready, a Chao will appear on each player's screen confirming the number of players and signaling that the connection is complete.

Each player must then select a character. During a 4 player game, 1P and 3P are teamed against 2P and 4P. If there are less than 4 players, the remaining characters are chosen by the corresponding teammate and controlled by the CPU as a partner. On completion, a selection confirmation screen will be shown, which is confirmed by 1P pressing START.

Finally, 1P must select a Zone and Act. Only Zones that have been cleared in the **MAIN GAME** by at least 1 player connected will be displayed.



The aim of the game is to race through 1 of the **MAIN GAME** Acts. The game ends when the first character jumps through the Goal Medal.



When a player finishes the Act, his or her team wins, and “WIN” or “LOSE” will appear on each player’s screen. The game will also end if game time reaches 10 minutes.

- ★ Watch the Player Cursors and Icons to check the positions of other players. The progress of each player in relation to the goal is represented by the Player Icons at the bottom of the screen.
- ★ All Unique, Trick and Tag Actions from the **MAIN GAME** are available in this mode.
- ★ CPU controlled partner characters are not displayed on opponents’ screens.



TIME ATTACK

Clear the selected Act in the shortest time possible. The fastest five time records for each Act and the character pair that achieved each are recorded.

SELECT CHARACTER

Choose the character you wish to control, and a partner character in the same way as the **MAIN GAME** mode. Only characters available in the **MAIN GAME** can be selected.



SELECT ZONE

Use the Control Pad ← → and the Ⓛ Button to choose the Zone and Act you wish to attempt. To begin with, only the Acts in Zone 1 can be selected, but an additional 3 Acts will become available whenever a new Zone is opened in the **MAIN GAME**. The records for the selected Zone and Act are displayed at this time.

AMY & SONIC	1:58.08	
SONIC & CREAM	1:59.22	
SONIC & CREAM	2:07.12	
TAILS & CREAM	1:59.85	
KNUCLES TAILS	2:06.72	
ZONE 1 ACT 1		

When you have completed the Act, you will have the option to try again, change characters, change act, or return to the Title Menu.

OPTIONS

Change various game settings. Use the Control Pad and the **A** Button to select.

PLAYER DATA

CHANGE NAME
TIME RECORD
VS RECORD
END

Enter a new User Name using up to 6 characters.
See the top **TIME ATTACK** scores for each Zone.
See the top **MULTI PLAYER** scores.
Return to the **OPTIONS** Screen.

DIFFICULTY

Select between **NORMAL** and **EASY**.

TIME UP

Select whether or not to lose a life when time runs out.

LANGUAGE

Set the display language.

BUTTON CONFIG

Select the functions for each Button.

DELETE GAME DATA

Delete all game data saved on the Game Pak.

END

Return to the Title Menu.

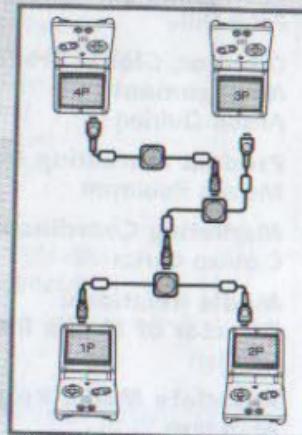


CONNECTION METHODS

For some game modes it is necessary to connect up to four Game Boy Advance™ systems using the Game Boy Advance™ Game Link™ cables. See the individual game mode instructions for Game Pak requirements and player limitations.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE™ GAME LINK™ CABLE.



Necessary Items

Game Boy Advance™	2-4
Sonic Advance™ 3 Game Paks	1-4
Game Boy Advance™ Game Link™ cables	1-3

Connection Method

1. First make sure that the POWER on each Game Boy Advance™ is switched to OFF, then insert the Game Paks into all systems for **MULTI PLAYER (MAIN GAME)** and **MULTI-PAK MODE (BATTLE)**, or into Player 1's system for **SINGLE-PAK MODE (BATTLE)**.
2. Connect the Game Boy Advance™ Game Link™ cables to the external connection sockets on each Game Boy Advance™ (see figure).
3. Turn all systems ON.
4. Refer to the individual game mode instructions for further information (p.25 to 28)

★ When playing with 2-3 players, do not attach systems which are not used in play.

★ The smaller plug must be inserted into Player 1's system.



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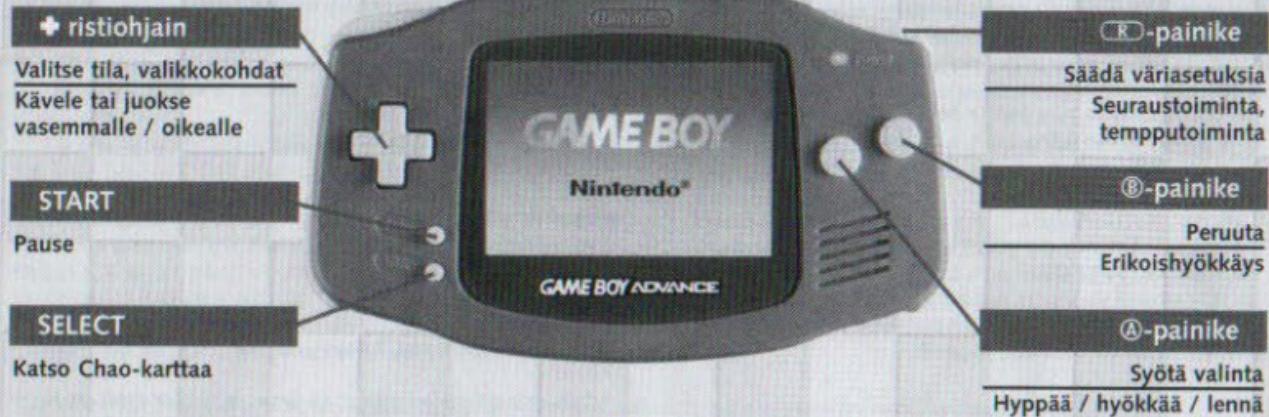
Available 24 hrs a day, 7 days a week

*Calls cost £1 per minute at all times in the UK (190 cts for Republic of Ireland). Calls from mobile phones may be more expensive. Costs correct at time of printing but subject to change. Typical duration of call is 3 minutes. Please ask the bill-payer for permission before calling. You must be age 16 or over to use this service. Touch-tone telephone required. Available to residents of UK and Ireland only



QUICKSTART SUOMEKSI

PERUSOHJAUKSET



Rivin yläpuolella: valikko-ohjaukset

Rivin alapuolella: peliohjaukset

★ Painikkeiden toimintoja voi vaihtaa **OPTIONS (VALINNAT)**-kohdasta.

★ Pelin voi palauttaa alkuun painamalla pohjaan START ja SELECT, ja painamalla samanaikaisesti ®- ja ®-painikkeita.



ALOITTAMINEN

1. Varmista, että laitteen virta on kytetty pois. Laitteeseen ei saa asettaa pelikasettia tai ottaa sitä pois laitteesta, kun virta on kytetty päälle.
2. Aseta Sonic Advance™ 3 -pelikasetti Game Boy Advance™ -aukkoon, kuten Nintendo® Game Boy Advance™ -ohjeissa on neuvottu.
3. Kytke laitteeseen virta.

SELECT LANGUAGE (VALITSE KIELI)

Ensimmäisellä pelikerralla sinua pyydetään valitsemaan kieli. Selaa ristiohjaimella ▲ ▼ ja valitse ®-painikkeella.

ENTER USER NAME (SYÖTÄ KÄYTTÄJÄNIMI)

Seuraavaksi sinua pyydetään syöttämään käyttäjänimi. Valitse enintään kuusi kirjainta ristiohjaimella ja syötä tiedot painamalla ®-painiketta. ®-painikkeella voi poistaa viimeksi syötetyn kirjaimen. Kirjaimia voi muokata siirtämällä kohdistinta näytön oikeassa reunassa olevilla nuolimerkeillä. Valitse **END (LOPETUS)**, kun nimi on syötetty.

- ★ Syöttämäsi nimi näkyy pelin ennätys- ja rankinglistoilla.
- ★ Käyttäjänimeä ja kieliasetukset voi muuttaa pelivalikon **OPTIONS (VALINNAT)**-kohdassa.



GRUNDKONTROLLER



Övre alternativ: Menykontroller

Undre alternativ: Spelkontroller

★ Knapptilldelningar kan ändras på **OPTIONS (ALTERNATIV)**.

★ Om du håller ner START och SELECT samtidigt som du trycker på A- och B-knappen återställs spelet till titelskärmen.

- 1 Se till att strömmen är avstängd (OFF). Sätt aldrig in eller ta ut en kassett när strömmen är på (ON).
- 2 Sätt in kassetten med Sonic Advance™ 3 i din Game Boy Advance™ enligt beskrivningen i bruksanvisningen till Nintendo® Game Boy Advance™.
- 3 Sätt på strömbrytaren (ON).

VÄLJ SPRÅK

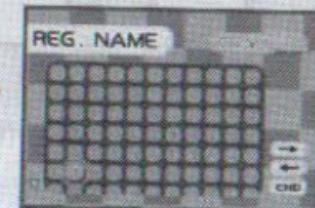
Första gången du spelar får du välja språk. Du väljer språk med hjälp av styrknappen ▲▼ och A-knappen.

ANGE ANVÄNDARNAMN

Sedan får du ange ett User Name (användarnamn). Du kan välja upp till 6 tecken med styrknappen och A-knappen. Tryck på B-knappen om du vill ta bort det senaste tecknet du angav. Flytta på markören för att ändra tecknen genom att välja pilmärkena till höger på skärmen och avsluta med **END**.

★ Det namn du anger visas på rekord- och rankningsskärmarna.

★ Du kan ändra användarnamn och språk genom att välja **OPTIONS (ALTERNATIV)** på titelmenyn.



The PEGI age rating system:

Age Rating categories:



Les catégories de tranche d'âge:

Content Descriptors:

Description du contenu:



For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

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Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

<http://www.pegi.info>

Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

An advertisement for the video game 'Sonic Heroes'. It features three large, stylized versions of the characters Tails, Sonic, and Knuckles. Tails is on the left, looking slightly to the right with his arms crossed. Sonic is in the center, looking directly at the viewer with his arms crossed. Knuckles is on the right, also looking at the viewer with his arms crossed. The background is a dark grey gradient. At the top, there are three sections with the characters' names and their respective nicknames: 'TAILS 'The Chopper'', 'SONIC 'The Guv'nor'', and 'KNUCKLES 'The Enforcer''. Below these, the title 'SONIC HEROES' is displayed in a large, bold, metallic font with a lightning bolt through the letter 'O'. At the bottom, there is a call-to-action: 'A TOUGH TEAM FOR A TOUGH JOB'. Below that is the website 'www.toughteam.com'. To the right, there is a speech bubble containing the text 'Available NOW!' and the Nintendo GameCube logo. The bottom right corner has the text 'GAMESMASTER'.



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